CHICAGO
USERS GROUP

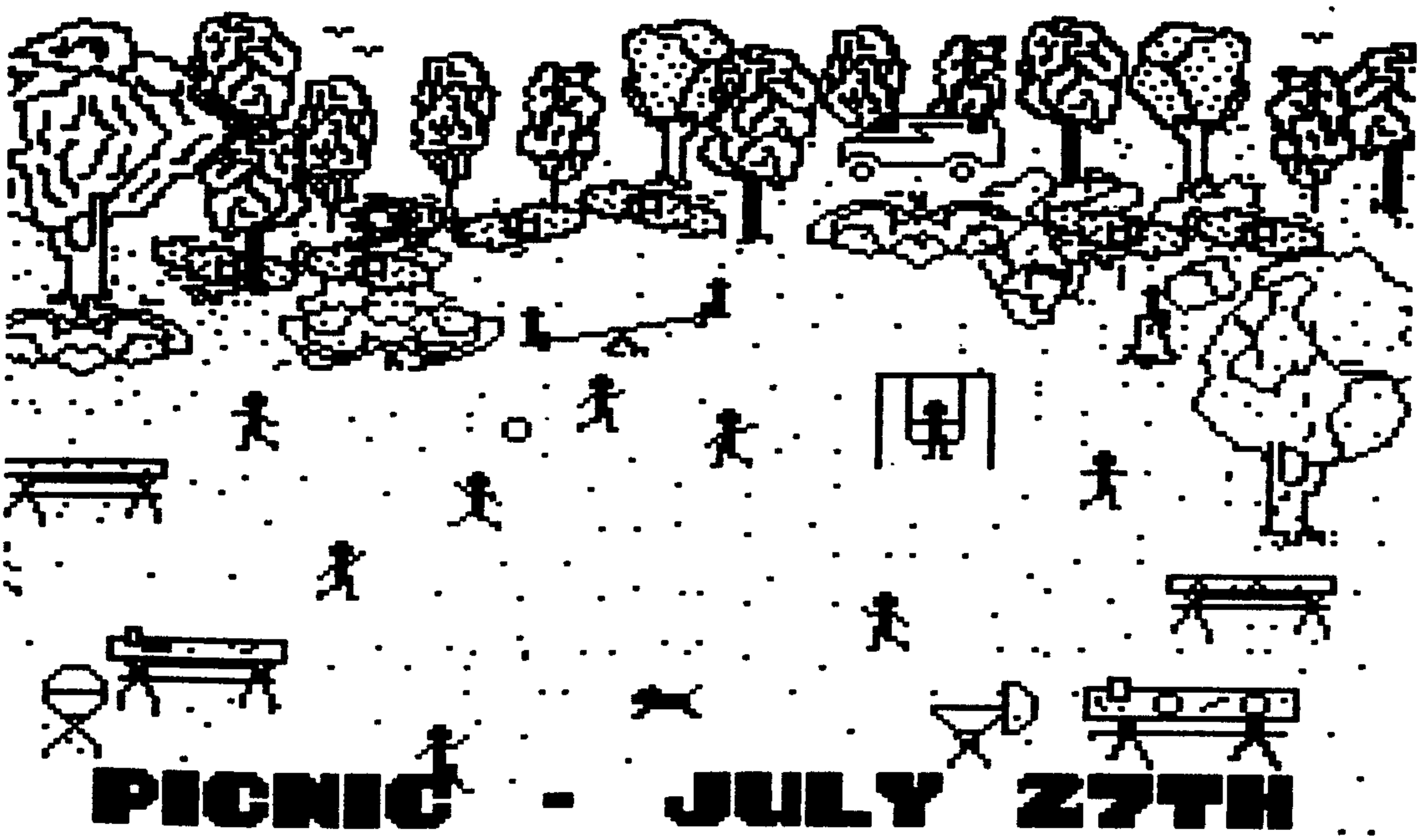
PRESENTS

CHICAGO TIMES

NEWSLETTER OF THE CHICAGO TI-99/4A USERS GROUP

LAST ISSUE BEFORE SUMMER BREAK

MAY 31, 1986
EDITOR: Carole Goldstein



PICNIC - JULY 27TH

SCHILLER WOODS GROVE NO.2

buzz

THE JUNE MEETING. . . .
will be held on Saturday June 7, 1986 from 1:00 to 3:00 in the Fireside Lounge a Triton College. The meeting will feature the long awaited group auction of hardware and software items.

IN THIS ISSUE...

THE DISASSEMBLY	Dave Wakely	Page 3
AND THE WINNER IS...		Page 6
LETTERS TO THE EDITOR		Page 6
BASICALLY YOURS	Rich Klein	Page 7
MEMBERSHIP CHAIRMAN SPEAKS	Don Jones	Page 9
SOFTWARE REVIEW	Jack Topham	Page 12
PRACTICAL PROGRAMMING PRACTICES		Page 13
FROM THE OTHER ORPHANAGES	Jack Topham	Page 14
THIS AND THAT	John Behnke	Page 15
HARD TIMES	Al Stump	Page 17
SUPERCART ENHANCEMENTS	Jim McCulloch	Page 19
MAJESTIC OFFERINGS (Auction News)	Sam Pincus	Page 22
RAM BUGS?	Texincia Lubbock	Page 23
REMarks	Carole Goldstein	Page 24

BULLETINS:

Regular SIGS should resume this month after the meeting. As far as I know the Beginners SIG and the Business Sig will meet.

MEETING DATES FOR THIS COMING YEAR ARE AS FOLLOWS:

JUNE 7	OCT 4
SEPT 6	NOV 1 (TI FAIRE)
	DEC 6

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THE DISASSEMBLY: Dave Wakely

The last meeting; the next meeting; the picnic; why Johnny can't program; other THings:

LAST: The meeting room at the Brickyard Mall turned out to be more than adequate for our May meeting. It also appeared that some of you stayed away, as attendance was down a bit, and I hope you weren't over at Triton College. Be sure to check the newsletter each month for details, this is why it arrives just before the meeting, or, as the executive board likes to say, "We will hold no meetings before the TImes!". For the first time in several years we were unable to get a meeting room in the College Center at a time and date we could live with. For those of you who don't know, we have been able to use Triton College for the past several years thanks to group member Ken Czerwinski, who, the last time I checked, was the Assistant Director of Programming at the College.

At the May meeting we showed off the winners in our annual Programming Contest. The number of entries this time was down considerably from previous years, and a total of 4 prizes were awarded. Carole probably has the list of winners somewhere in this newsletter, and all the entries will eventually be going into the group library. In many ways this contest was the most difficult to judge, with several excellent programs submitted. In many cases we had to make a judgement as to how useful the program would be for the average user. If your program didn't win, it doesn't mean we didn't like it (or you), but just that we felt we had to choose programs which had the most appeal to most of the members. At the meeting we also managed to successfully get into the group bulletin board and give a demonstration of it.

NEXT: If you were at Triton on Saturday, go back to the same place on June 7, when the group will be holding its first auction of hardware and software. At the present time we have more than 15 items, including two modems and several cards for the P.E. Box, as well as a number of original software packages. It is not too late to contribute to the auction, just bring your original package software (cartridge, disk, or tape) or hardware to the June meeting, and see us early (before the meeting starts). All proceeds from sales will go into the group Treasury. Considering the recent retail prices of some TI software, expect some great bargains. If you don't get what you want, as far as I know our contributing group vendor, Hunter Electronics, will be in attendance to help fill any voids in your software or hardware collection. And be careful about scratching your nose (or other parts of your anatomy) during the meeting, or you may have bought yourself something.

THEN TURN LEFT AT LINE 610: Early in the history of the group we discovered that attendance at meetings held in the summer was way down compared to meetings held from September to June. We decided that many of you were enjoying our wonderful Chicago summer weather outdoors, and, as the saying goes, you stayed away from our meetings in droves. This is why we have not held meetings during the summer months. This year the group has decided to join you. On July 27 the group will be holding a summer picnic, and the details, including a map, are in this newsletter, so just keep turning the pages, but not until after you finish reading this column! John Behnke tells me that he is looking for a 27,000 ft. extension cord so the library can be set up at the picnic (just kidding, John).

HOW TO OFFEND EVERYONE: With the contest now concluded, it seems an appropriate time to comment on the various programming languages, or more specifically on those who do the programming, of the TI-99/4A. At the risk of turning this column into an article in the National Enquirer ("What language you program in reveals your personality, Psychologist notes"), nevertheless, several years of observing programmers in the group have led me to the following almost serious observations on languages, roughly in the order they were made available to the TI user:

BASIC: The universal language of microcomputers. BASIC was probably the first computer language most of us learned. BASIC users are flexible, and don't care that it isn't fast. It gets the job done with a minimum of fuss, hence, BASIC users are get-it-done-now types, pragmatic and either too busy or too lazy to learn another language, depending on your point of view. This has also made them a bit defensive about their programming skills, as they may not always be in touch with the more exotic aspects of advanced programming. For example, to many BASIC programmers the term "relocatable object code" means the street address of their new home. BASIC programmers most likely work in the Family Room while wearing blue jeans and a user group T-Shirt and while drinking Coke or Pepsi. The motto of the BASIC user is probably: "I can do everything I need to do in BASIC, and I'm too busy (lazy) to learn another language."

LOGO: The language for kids. LOGO users rarely confess that they program in this language, since I suspect that most of them are really adults. This has made these programmers "Closet Regressives". How many adults do you know who will admit that they talk to turtles? LOGO programmers are also unnecessarily enamored of something called "recursion", which is the ability of a routine to call itself, like this. LOGO programmers are also unnecessarily enamored of something called "recursion", which is the ability of a routine to call itself, like this. This also amply demonstrates that these people are easy to please. LOGO programmers work at a small desk in the bedroom while wearing those pajamas with feet on the bottom and drinking milk. Motto: "My kids love it!"

PASCAL: For the 99/4A user this requires the p-Code card, and writing programs in something known as UCSD Pascal, which stands for Unclear Code Structured Diligently. Pascal is the programming language most often taught in colleges. Being a more educated group, Pascal programmers tend to be elitist and usually suffer from superiority complexes. They know that not everyone can afford a p-Code card (the name for which, incidentally, was inspired by e.e. cummings), making them a special group. It is a little known fact that the same people who program in Pascal drive Volvos and know how to operate a Cuisinart. That's right, this is the programming language of yuppies. They program in the den with a view of the lake while wearing designer jeans, an Izod shirt, and Topsider deck shoes while drinking either white wine chilled to exactly 52 degrees or fresh carrot juice. Motto: "You mean you DON'T program in Pascal?"

ASSEMBLY: Power to the nerds. To program in Assembly requires both a high intelligence and a low sociability quotient. I believe it states this somewhere in the manual. These people are rugged individualists in the worst sense of both halves of that term. They are highly competitive. No assembly programmer ever admired the source code of another assembly programmer. They tend to be Obsessive- Compulsives, and don't just have a tolerance for the minute details of things, they love those details! An assembly programmer will work for 17 weeks on a routine they could have done in 5 minutes in BASIC, or 30 seconds with a calculator. They are much less concerned with how a program looks than they are with what it does, and they appear to follow this same creed in their choice of clothing. While they are occasionally embarrassed by their lack of social skills, on the other hand Assembly programmers do not really care what you think about them, they already KNOW they can program you under the table. They can often be seen before or after user group meetings demonstrating their latest bit-jiggling routines. Those sitting at the front of the demo oohing and aahing are the BASIC programmers, those sitting in the back whispering that they wrote an even better routine last year are other Assembly programmers. Assembly language programmers have a great deal of difficulty with the English language. They program in the garage, wearing whatever happened to be on the floor next to the bed when they got up, and drinking something they found in the refrigerator which might or might not be orange juice. Motto: "MOV $R1,$R2"

FORTH: This is the language that TI released into public domain just after they called it quits. FORTH programmers want the power of Assembly, but don't want to spend the time pondering the existential significance of memory to memory architecture or the successful disassembly of a DSR. As a result of this, FORTH programmers feel a bit smug about having all the power of the TI available to them without all the work. Some of them are reformed Assembly language programmers, and many of them can speak syntactically correct English much of the time. They occasionally exhibit inferiority complexes due to trying to keep up with Assembly programmers, and when their language is put down they can be defensive, and have been known to pop their stacks. Considering the syntax of FORTH, invented by Charles Moore apparently while in a temporary psychotic state, many of these programmers develop severe thinking disorders from attempting to actually follow all the DUPs, ROTs, and SWAPs they engage in. The language has also attracted a following among Sociopathic con men, since its code is actually a digital version of the old "shell game". It is also a little known fact that FORTH programmers don't actually write FORTH programs, they "develop tools" for solving problems. In fact, this is all they do, making them the Black and Deckers of programming. FORTH programmers usually work in the utility room, or even better, in the tool shed, while wearing blue workshirts with their names stitched above the pocket and while drinking Miller's beer. Motto: "It's just as good as Assembly, it really is, really."

C: There are actually several different types of people involved with this latest addition to the collection of TI programming languages. While it seems that quite a few people in the group have Clint Pulley's adaptation of C for the TI, no one actually does anything with it. Thus, C is for programming procrastinators who have all of the languages mentioned above and intend to learn them all, "whenever I get the time". Unfortunately for them, they aren't fooling anyone. This process also involves "getting a few good C programming books first", meaning a shelf of about 15 volumes. One of them is inevitably titled "From BASIC to C", which is the intellectual equivalent of going from Philadelphia to Pluto. Those few who actually have done something in C are programming gadflies who want the latest language available, no matter how unreadable its source code. This is so they can come to the group meetings and tell anyone who will listen that they have actually written something in C. As soon as the next language comes along, they will go with it. Some C programmers are depressives who have been known to become suicidal searching for a missing bracket in their source code. The language got its start as a term paper of an Assembly programmer. The name came from the grade it was given for

readability, and the crayon didn't help any either. C programmers work wherever and whenever it is convienient, wearing the same clothes you last saw them in and drinking the latest no sugar, no caffeine, no taste cola. Motto: "And the next language I'll be learning is uh...FORTH, er, Assembly, no, C. Yeah, C. That's it, that's the ticket!"

SUBROUTINES: Time to get serious. Absent from the list above was the Pilot 99 language. I'm not sure the group ever obtained a copy, but many of us read in the April MICROpendium that the author, Thomas Weithofer, died at age 22 of cystic fibrosis. We had heard at one point that the final version of Pilot 99 was delayed because the author had a respiratory problem, but few apparently knew how serious. Before the May meeting the executive committee voted to send a contribution in the group's name to the Christ Hospital Pulmonary Disease Fund in Cincinnati. I would encourage other TI user groups to do the same...This is it for awhile, folks, in case you didn't know. The next issue of the ChiTImes will be the big Super Summer issue which usually comes out some time in August...And if I don't see you at the picnic, have a nice summer, yeah, that's the ticket!

AND THE WINNER IS:

Our thanks to all those who entered the programming contest. There were a lot of good programs but everyone can't win. Entrants who have not yet done so can pick up their disks and prizes at the next meeting.

1st Prize - $50 went to Oscar Britana for FLEX FILE a useful data base program written in Extended Basic.

2nd Prize - $30 went to John Behnke for the updated version of his PINBALL CONSTRUCTION.

3rd Prize - $20 went to Rich Klein for his QUITSAFE routine.

1st Prize Kids Division - $5 and 5 programs from the library went to Eric Hellman.

LETTERS TO THE EDITOR

Didn't we say that the person who brings in the most new members will win a prize? Okay, so I'm counting my members before they hatch, but I have Great Expectations.

Let me start at the beginning. I am one of the people who volunteered to try to recruit new members in my zip code area, based on names released to us by TI. While I was unable to find more than a few people on my list who were potential members, I did find one couple who gave me some serendipitous information. A few years ago, this couple worked for TI as support people in some Catholic shcools that had purchased TIOS. Guess what? Two of these schools are still using them and neither one had any idea we eve existed! In addition, many of their students have a TI at home and are always asking where they can go for just the kind of help we can offer them. I am in the process of getting the names of these students.

The whole idea of getting schools, as well as individuals, to be members of our group is a new approach which may prove quite fruitful for us. I hope that many of you will take the time to inquire, at both public and private schools in your area, whether TI computers are being used there (or are locked up in a closet somewhere). So, letOs make our presence known in the homes, in the schools on the battlefields....

Submitted by
Sheila Bauman

BASICALLY YOURS: Rich Klein

I don't believe it. I actually received a letter from Alabama. Actually, it was addressed to the newsletter, but the topic falls into the area of Basic programming. I only wish I had a better answer for him. Here's the question:

Q: I've a question that may be appropriate to ask/answer in CHI-TImes.

"For a disk catalog using E/Basic, how does one determine disk (not file) protection?"

O. H., Brewton, Ala.

A: After researching your question, I've come to the conclusion that you don't check for disk protection. I experimented for several hours last night trying out several different ways to read the disk catalog, and while I found out some interesting things out, I also found that there is no way to access that bit of information with a standard disk catalog routine written in Basic. It would require linking to an assembly language routine that would access sector zero directly. The reason for this is that when you "write" a disk catalog routine, you are actually accessing the catalog software on the disk controller. The disk controller software is capable of reporting back only the disk name, number of sectors the disk is capable of storing, the number of sectors still available, and the information associated with each individual file, such as name, sectors used, file type, and FILE protection.

When the disk controller "sees" one of the disk drives specified without a filename to access, then it assumes that you want to access the catalog routine. It then checks to see that the filetype is INPUT, INTERNAL, FIXED. Apparently the default record length for this is 38 bytes. If you specify another FIXED length, Basic returns with an error. If you specify 38 bytes or don't specify anything, then the routine executes. It is unfortunate that Extended Basic doesn't allow PEEKing VDP RAM, because a copy of sector zero is stored there and would have the proprietary disk protection indicated there as well. Oh, well.

One thing to note is that when a disk is protected, it means that Disk Manager 2 will not allow that disk to be copied. Any other Disk Manager (non-TI) ignores the protection byte and allows copying. Some of them do indicate the protection byte, if set, however.

I was writing a Basic program to sent drawing commands to my Trash 80 plotter and discovered something I thought I would share with you. I was using a triple variable INPUT statement inside a loop and I needed a way to get out. I figured that since the first variable was a $tring variable, that I could enter a null ("") string as the first field and get out when that variable was checked for it. Well, it worked. Let's look at the statement and examine the entry required to get out:

```
100 INPUT"ENTER OPERATION,X,Y): ";A$,X,Y
110 IF A$="" THEN nnnn
```

If we input:

```
,0,0
```

then the string variable would be a null string. You must supply the required values for the other variables or else an INPUT ERROR will result.

This month I thought I would provide some food for thought in converting other machines Basic to ours. What about the DEFine function statement? This statement allows us to

create our own Basic functions which can be referred to the same as regular functions.

```
100 DEF R=INT(100*RND)
```

In the above line, the DEF statement creates the function called "R". If the function "R" were used as follows:

```
110 X=R
120 Y=R
130 Z=R
```

would the variables X,Y, and Z equal each other? Probably not. Each time the Basic interpreter encounters any function, it re-evaluates that function, even if it contains exactly the same parameters (if required). This applies equally well to user defined functions. In the case of our function, R, it computes a new RaNDom value each time "R" is encountered. So, as you can see, X, Y, and Z could, and very likely do, contain different values.

```
100 MOD(X,Y)
```

Some versions of Basic employ the MOD() function. Not many actually do, but I thought I'd include it as an example. Some use the MOD function as follows:

```
100 A=X MOD Y
```

We can't DEFine a function like this, so we'll use the previous example. The MOD function computes the remainder of a number divided another. Let's DEFine this function:

```
100 DEF MOD(X,Y)=INT(X-Y*INT(X/Y))
```

So, if we need to figure a screen line to place something based on some figure that could be out of range, we could use the MOD function bring that figure into range. Let's say that we have the value 68 and need to break it down to a value between 1 and 24 (screen rows). We could do this:

```
110 B=68
120 C=24
130 A=MOD(B,C)
```

The variable "A" would then equal 20 because that's the remainder of 68 divided by two. Notice that different variable names were used than originally specified when the function was DEFined. This is a nice feature that means we don't have to reserve or remember variable names for our function (except, of course, the name of the function). This is the same as regular functions. Once defined, user functions are handled exactly the same way as regular functions.

```
100 DEF LEFT$(X$,Y)=SEG$(X$,1,Y)
110 DEF MID$(X$,Y,Z)=SEG$(X$,Y,Z)
120 DEF RIGHT$(X$,Y)=SEG$(X$,LEN(X$)-Y-1,Y)
```

These defined functions emulate the most popular string functions found in other Basic languages. Notice that the MID$() function is identical to the SEG$() function.

By using DEFined functions, you can make the task of translating programs easier. Note, however, that every time you use a defined function, it is evaluated as a function and can take time to execute. This is especially true in the case of defined functions which make use of other functions. DEFined functions can use regular functions as part of their DEFinition and can also make use of other DEFined functions as well. Just

remember, the more functions, user defined or regular, in a function's definition, the longer it will take to execute.

Almost any mathematical function can be duplicated by combining one or more of functions the console has built in. Also, you may be able to emulate some of the Extended Basic functions not found in TI Basic. Obviously, due to the one line constraint imposed on the DEF function, not all functions are possible to duplicate. If you have Extended Basic, there is a list of some functions which can be DEFined. these can also be DEFineo in Basic as long as you substitute the number 3.141592654 or 4*ATN(1) in place of the PI function., which is found only in E/B.

That about covers what I wanted to write. If you experiment with DEFined functions, you will more than likely expand your familiarity of functions beyond what was disclosed here.

In closing, I would like to thank those of you who were at the last meeting for your unexpected but certainly appreciated applause after I demonstrated my programming contest entry. It was very encouraging to see my first successful Assembly Language effort so well received.

Also, this summer I will be moving and, while I hope to be able to write an expanded column for the Super Summer issue, there is a chance that I won't be able to on time. Even so, I would appreciate some feedback so I can write about something of interest to most of you.

See you all soon! If not, have a happy SUMMER!

MEMBERSHIP CHAIRMAN SPEAKS: Don Jones

Hi there again, sports fans!

Sometimes I wonder how this column got to be a monthly affair.

I regret that I wasn't able to attend the last meeting. I was out of town and unavailable, but you were all on my mind. Unfortunately, my group responsibilities have seldom been off my mind. This is because I seem to have become inundated with work for the organization. I have found that I have become burdened with an interminable series of small tasks, which in themselves are individually insignificant. The kicker is the fact that when all of them are put together, they amount to one heck of a big job. I found that I was spending entire weekends working on group responsibilities. That which I was doing because I found it to be fun was quickly ceasing to be fun. I ended up calling the editor of this publication, Mrs. Carole Goldstein, for the purpose of finding sympathy. She and her husband, our president and SYSOP, suggested that I walk away from the job for a while and later try to find some other members, who would be willing to take on some of my voluntary tasks. In this regard, the deathless Gods have smiled upon me: some of the great members in our group have come to my aid, and I am deeply grateful: Al Stump is now in charge of selling and sending out the back issues of our newsletter. Ed Svizzero is in charge of making and shipping cassette tapes to those members who purchase the tape version of our program samples package, as part of the non-attending membership status. Pat Vetter has assumed the responsibility of coordinating the activities of those members who have volunteered to distribute membership materials, at their own expense, to TI owners in their zip code areas. Alan Izzo has promised to take care of the mailing out of information packets to those people who inquire about our group. The aforementioned persons have taken a great burden off my shoulders and I am very appreciative.

Is this article going to be one of complaint? No; I merely wanted to share some of the difficulties that I have encountered in trying to do the job. I also want to make clear that I have found that most of the other members of the executive board have been or presently are in pretty much the same boat. I therefore hope that more members will consider volunteering for the benefit of the whole group. As it has been made abundantly clear, in the past, this is a voluntary organization. None of us get paid for what we do. What we do benefits many. (Presently, 500 members are being serviced by our group.) It would be very nice if more members could find the time to put in a few hours a month so that the group could function more efficiently and not be an onerous task for any small group of individuals who merely want to help. My problem has been mostly solved, but there are other executive board members who could use some help. Please volunteer!

Speaking of volunteers, I want to thank those members who have volunteered to distribute membership materials to TI owners, in their zip code areas, at their own expense. You are all doing a really great job. You are helping our group to reach out in order to service a greater number of TI owners. As a result, you are helping to make our organization even stronger, while improving the environment for our machine. By now, all of you should have your materials. Special thanks goes to Mike Boothe who volunteered to take care of his whole zip code area. This meant the distribution of 140 letters. Alphanse Antonowitz distributed his first 21 letters and requested an additional 25 more. The other members who have volunteered are as follow: Jon Bartels, Sheila Baumann, Emil Biedron, John Cammarata, Wayne Gregory, Tom Kaar, Ken Knapp, Buzz Krantz, Grant Schmalgemeier, Hal Shanafield, Ed Svizzero, and Pat Vetter. If anyone hasn't received his/her materials please let me know. If anyone else wishes to still volunteer, the need is still there.

One of the above volunteers, Alphase Antonowitz, has chosen to hand deliver his letter. He has also gone to the trouble of doing a report on each of the places that he has visited. I found some of his observations rather interesting. I shall share a few of them with you: "Mr. David B. - Does not have a TI-99/4A now. He teaches computers in a school. About 10-12 students have TI-99/4A computers. He will inform them about our club. Mr. Danny B. - Very interested. He sounded as if I had told him something very good. Miss Christine C. - She wants to join immediately. The trouble is, she has car trouble. The car will not back-up. If it is not fixed, I promised to take her to the June meeting." How's that for gallantry and chivalry, sports fans? I had always thought that we were in the age of "chiselry." Keep up the good work, Al. We need more people around like you.

Since I have shared some of Al Antonowitz's experiences with you, let me share some of the things that I receive in the mail each month:

From Marc C. Levine of Urbana Illinois: "I am the president of the W. W. 99ERs. We are a TI users' group in the East Central Illinois area. We already exchange newsletters with you, but I decided to have a membership of my own in your group...

"I have attended both of your TI Faires the last two falls. I'm looking forward to the next one. Do you think that Mr. Phillips will show an empty case again this year or an actual working model of this "new" computer. Some people I've corresponded with, from Arizona, who saw the same empty shell in LA, think it's all a come on. They think Phillips is just keeping the rumors going to help sell his stuff." Marc, I, for one, tend to be more optomistic. I think that the "new" computer will come out. I also predict that when it does, it's going to hit big. We are seeing the emergence of small companies that are giving the big names a real run for their money. I therefore believe that Lou Phillips will do it and as a result, he will revitaize the TI environment and show what can be done for a very reasonable cost. I may be wrong, but only time will tell.

From Robert G. Stevens of Battle Creek, Michigan: "Enclosed you will find my completed application which you requested. Thank you for the quick response to my request for

membership.

"I had the unfortunate luck to join the ---------- out of ---------- about three years ago and I must say I have received more from you than I did all the time I belonged to that group. They seemed more interested in money than anything else. The newsletters you sent me were very informative. I would like to request the manual you prepared for the bulletin board operation. There are two bulletin boards here but they are run by Radio Shack and they are not much help when I get into trouble..." For Robert's information, Sheila Baumann's excellent bulletin board manual will be sent out to all non-attending members.

The last letter excerpt that I will share with you is from Stan Morgan of Mapleton Depot, Pennsylvania. He writes: "I am writing to you concerning informaton about your TI users' group.

"I purchased a used TI-99/4 computer system a year ago from the company I work for. Since then, I have up-graded to a TI-99/4A console and have purchased numerous software items. I am well pleased with the TI and it meets my needs very well. I plan to continue to up-grade my system and wish to join one or more users' groups.

"There are several areas that I am interested in getting help from a users' group. First, I wish to join a group that is well established and plans on serving its members in the future. Second, is the group's ability to service members through the mail. Third, is software availability and exchange. Last, I am interested in purchasing used hardware through member exchanges.

"I have enclosed a self-addressed, stamped envelope for your response. I would appreciate any information you can give me about your users' group...." I have sent Robert some information on our group. I do hope that he will find us worthy of his membership.

I hope that you found the above letter excerpts interesting. I get a lot of them each month. If you like, I will print more in future articles.

Attention: Volunteers who are presently distributing letters in your zip code areas: If you are unable to deliver any of your letters, please save them and return them to Pat Vetter. A new mailing label will be put on them and they will be reused.

Occasionally, some of our out of state non-attending members have questions that they want answered. As we are a support group, we have the responsibility of dealing with all computer related problems of our individual members. If you are able to log-on to our bulletin board, you will probably get help very quickly. If you don't have a modem, or are unable to call, you may write one of the following persons, at our post office box number. You will then receive a response from that person in a letter or in the pages of this newsletter. Here is a list of our experts:

Library questions and orders for programs: Chuck Hoff
BASIC & Extended BASIC programming questions: Rich Klein
FORTH programming questions: Stephan Meyers
Orders for back-issues of our newsletter: Al Stump
Questions regarding TI Writer, Microsoft Multiplan, or business applications: Len Rovner
Questions or problems regarding our electronic bulletin board: Butch Goldstein
Inquiries regarding any aspect of our annual TI Faire: Jon & Sandy Bartels
All hardware questions: Al Stump
Software questions: Jack Topham
Assembley language programming: Nick Iacovelli
Questions and suggestions about the scheduling of events for our monthly meetings: Dave Wakely or Sam Pincus

If you don't get your monthly issue of the newsletter or if you wish to purchase our tape of the last TI Faire: Grant Schmalgemeier
Membership status, change of address, renewals, information: Yours truly

Any current members who wish to upgrade their memberships to the "non-attending" status may send to our post office box a check or money order for $3.00. This will entitle you to a copy of our new library listing, which should be out very shortly, a disk or cassette with sample selections of programs in our library, and a password that will allow you access to the private sections of our bulletin board. Please understand, this is a package deal!

The next issue that you will receive of this newsletter will be our Super Summer Issue. We still have a few left from last summer, but sale of them are moving along rather briskly. If you are a recent member, and would like one, send a check for $2.00 to Al Stump. You won't be disappointed. All current members will receive our next Super Summer Issue at no additional charge. It is the best thing that we put out, and the "lion's share" of the credit goes to Mrs. Carole Goldstein. Keep up the good work Carole!"

Well, sports fans, I guess that it's time to log-off. I hope to see many of you at the June meeting, our last meeting until September. Our "...and what do I do next?" S.I.G. will meet after the regular meeting. Keep on computing!

SOFTWARE REVIEWS: Jack Topham

Tom Freeman has written a great utility to use with TI-WRITER that will print two side by side columns, newspaper style. DOUBLEPRINT only requires that a specific set of FORMAT commands be entered on the first line. This program was included in the first issue of DISKAZINE from Barry Traver. See last months SOFTWARE REVIEWS for details on this super value. Follow Tom's directions which are also on the disk and voila: double column printing just like the big boys.

I have been searching for a program that will print MULTI-PLAN sheets sideways on the printer so the cut&paste could end. I have found three! There is one on the clubs download which prints only one page but does print it sideways. Go for it if that is all you need.
I sent $5 to Jim Swedlow for SIDE&PRINT which is faster and full featured. His program downloads a sideways set of characters to the printer so you need a printer with that capability. The new EPSON FX series and I think the STAR GEMINI has this feature. Be sure before you leap! Once the set is loaded, the comands are all EPSON compatible.
7301 Kirkby Way
Stanton, CA 90680

The third program also comes from Tom Freeman in the same issue of DISKAZINE as DOUBLEPRINT. It is fully EPSON compatable as the character set conversion is done in computer memory. This program will print either TI-W or MULTI-PLAN files sideways! For best results I use single direction printing which is slower yet. Tom actually provides two programs so that the standard TI character set or one with true decenders can be selected.
While I have printed MP files, I am stil not able to line up two consecutive sheets perfectly. Barry promises some more info on this soon.

I promised more on the MYARK XBII but the promised date of 1 April for version 2.1 came and went. We are now told early May. Till then sports fans.....

I sent off my dues and received version 3.1 of DISK+AID. 3.1 is only 60 sectors of program image vs the old 92 sectors of D/V80 so it loads much faster. For more on DISD+AID refer to the super Summer issue of Chicago TImes.

Recently I told you all about a neat Disk from Funnelweb Farms. Now I have before me Version 3.1. The good gets gooder. All I had to say then just got a bit better. BUT READ THE DOCS!

PRACTICAL PROGRAMMING PRACTICES

The following two routines were submitted by John Hedstrom.

Here are two short BASIC routines which I hope will be of use to other programmers. The first routine does away with the 3 digit values required in CALL SOUND statements in favor of 1 or 2 digit numbers. This will enable one to fit more notes into a music program. It uses an algorithm (see p.171 in the TI Extended BASIC Manual) to generate three octaves of precise note values and it stores them in a 38-element array. Array element zero is used as a silent rest and elements 1 to 37 cover the 37 notes from a low A (110) to a high A (880). Just enter the total number of chords in the FOR statement and the four specific values for each chord (duration, voice A, voice B, voice C) in DATA statements. (Variables: F=frequency, L=loop, D=duration, ABC=the three voices.)

```
100 DIM F(38)
110 F(0)=44733
120 X=2^(1/12)
130 FOR L=0 TO 36
140 F(L+1)=110*X^L
150 NEXT L
160 FOR L=1 TO total number of chords
170 READ D,A,B,C
180 CALL SOUND(D*250,F(A),0,F(B),0,F(C),0)
190 NEXT L
200 DATA D,A,B,C,D,A,B,C,etc. (ABC=numbers 0-37)(D=1 for a quarter note)
```

The following BASIC subroutine simulates a typewriter while centering messages on the screen. (Variables: S=string, N=length of string, X=column, L=loop, C=character.)

```
100 CALL CLEAR
110 CALL SCREEN(15)
120 S$="This is a test"
130 GOSUB 190
140 S$="of a typewriter simulation."
150 GOSUB 190
160 S$="123456789 123456789 123456789 12"
170 GOSUB 190
180 STOP
190 N=LEN(S$)
200 X=(32-N)/2
210 FOR L=1 TO N
220 C$=SEG$(S$,L,1)
230 C=ASC(C$)
240 IF C=32 THEN 260
250 CALL SOUND(1,-6,0)
260 CALL HCHAR(18,L+X,C)
270 NEXT L
280 PRINT :::
290 RETURN
```

FROM THE OTHER ORPHANAGES

From the ROCKY MOUNTAINS Ug comes an article about a new program called MERGE FILE EDITOR or MFE. It allows you to copy or delete any line or sequence of lines. It also allows you to delete REM if memory is a problem. It will delete (!) comments as well if desired.

The high spot of this program is that you can RES any sequence of lines rather than the whole program. Also you can move a line or block of lines using the RES command. At $5 it is a must for any programmer. Remember that when you save the file from MERGE that all the lines are saved in true line number sequence and the program will run faster.
Michael Amundsen c/o SubFile99
POB 533, Bowling Green, OH 43402

The VANCOUVER UG reports on our Newsletter and applauds NICK's KSCAN routine. Way to go NICK! and I quote "This publication (Chicago TImes) is always worth reading".

From EDMONTON, CANADA UG under Trivia comes this tip. In TI WRITER If you hit FCTN 3 (erase) rather than FCTN 2, and who hasn't?, simply type a ? and press enter. You will get an error message and your line back. Thanks guys.

The WACO TEXAS UG reminds it's readers that most lock-ups and other weird happenings may be due to a dirty module connector. When did you clean and reseat yours last? See any of our old PRO's on how to do it. Be sure and discard the fuzzy stuff inside the connector. It's partly to blame since it collects dirt. WACO credits the article to WEST PENN UG. Sure neat how we get the word around.

BAYOU BYTE Vol 2 Issue 26 says to CALL BASIC from EXT BASIC to use CALL LOAD(-31962, 8787). Then type NEW and ENTER. Another neat time saver. Try it. They also note that CORCOMP cards are being repaired by an X CORCOMPer at $35 vs the $50 charged by CORCOMP. Note- my CORCOMP TRIPLE TECH buffer died. I called CORCOMP who discouraged me from sending it in. They heard me out and then told which chip to replace. A new $2.66 chip did the trick. That is first class service.

The UG in SHAWNEE MISSION, KANSAS in March reported on how to eliminate AUTO START on D/F80 programs. Load up DISK0 or DISKU (latest version) and locate the following HEX string: 20314523462020. Change to 20202020202020.

The ST PETERSBURG, FLORIDA UG's March Newsletter had under "I WISH I HAD" a wish for a program that will print TI-W files in two columns link news print. If your wish is the same, then see my SOFTWARE REVIEW this month.

The BOSTON TI UG is offering a DISK DRIVE enclosure with power supply for one full or 1/2 high drive for $39.95!
One Center Plaza
Boston, MA 02108 or call (617)353/7369 (Haddie)

THIS AND THAT: John Behnke

Let me start off this column by saying that I am still alive and I do still run the library. For those of you who were able to find the meeting at The Brickyard last month, forgive me for the brainless look I had on my face. You see, I just finished Final exams at school and those horrible term papers and had little if any sleep. Well I have recovered and the new 48 page library listing WILL be available at the next meeting. For those of you with the new Non-Attending status, you will be receiving a copy in the mail soon. We will be running off 1000 copies of this catalog. The price will still be only $1 even though it is quite a bit larger than our last 20 page issue. There are close to 1000 programs in this issue. Updates will be placed in the newsletter. For those of you (and I know some do exist) who are using a cassette recorder, we will be organizing a cassette library that will be separate from the main library. I will annouce it when it is ready. Ok, I am sitting on BILLIONS AND BILLIONS of mail orders for programs. Now that the new library is finished, I will be turning them over to Chuck who will be handling the mailings from now on. You should be getting your orders finally. I'm very sorry for the long delay while we were reorganizing the library. The library will be working full force next meeting and we have found the problem that some of you have been having with library disks. Apparently some of you were getting bad disks. This has been traced to the program we use for duplication called TURBO which likes to put out bad copies now and then.

Rumors about the you now what (New computer)

Myarc has scrapped the new computer for a new computer card that will fit into the expansion box. It HAS been shown and does work! It uses the 9995 chip and is 2 times as fast a the 4A. You must purchase an IBM pc keyboard which will plug into the back of the card. It supports 80 columns and your monitor cable will also plug into the back of the card (in other words, toss your console into the garbage). It will support all (don't quote me on this) or most of your current PE Box cards. It should also be noted that if you have any side card periferals (did I spell that right?) they cannot be used since they will have nothing to plug into. The rumored price will be $400 for this card. Add at least $100 for a keyboard and you will need a new 80 column monitor for at least $100. That's $600! Everyone I asked said TOO much! I hope Myark reads this. I would not pay $600 for a new computer when I could but an IBM or Atari for the same price or a little more. This card should be no more than $300 tops. What do you think?

I hear that just about all the TI modules are now on disk. They cannot be placed in the library because we have nothing in writing from TI to allow us to do so. Then again, There are few if any TI modules that you would want and they are so cheap that you could pick them up very easily.

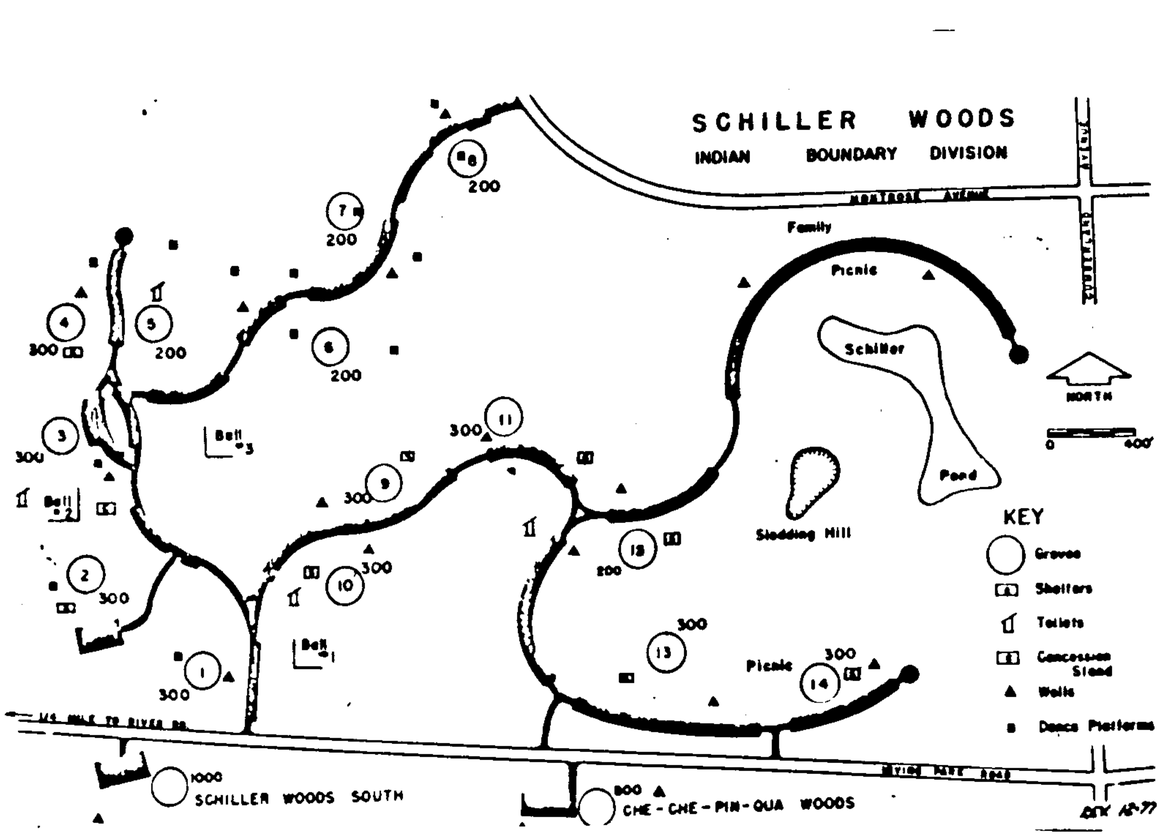
c/99 now supports most of the functions of X-Basic and you should be seeing some very good (and fast!) programs out shortly. And for the last time THERE IS NO WAY FOR THE TI DISK CONTROLLER TO SUPPORT DOUBLE DENSITY! So please stop wasting your time. Also, the best terminal program is the one YOU like the best. Who cares what others opinions are. People will argue about anything on bulletin boards.

The 1st annual TI-99/4A Summer Faire

This group will sponsor its first summer faire/picnic. Look for details elsewhere in this issue. It will be one BIG picnic with NO computers or other such objects allowed. We are going to get a dunk tank if possible and the hot dogs will be on us. Softball and other amusements will take place and the ever popular "Beat a Commidore" contest ending the day. This contest is to see who can knock a Commidore out by the least force as possible. In trial runs we have done it with a hammer, chainsaw and once we blew on it and smoke came out at it blew up. Now that's quality control.

And before I go. I hear that my Pinball program did not run correctly at the last meeting. Would you believe a bug? how about a bad disk? Too much humidity? I don't know. Anyhow, it does work and I'll prove it at the next meeting. Fair enough? So long for now.

THE PLACE



TECH CORNER

HARDTIMES #3

Here it is and another month has gone by and it is time to read another newsletter.Up until now I have done all the work and you have just sat back and read my column.This month I have other plans for you, IF you have the intestinal fortitude to hang with me. But before we embark on that hazardous journey I want to go back to last months topic for a few moments.

We talked about troubleshooting system problems. The problems that I talked about were obvious ones that never went away. What about the ones that come and go (kind of like our summer weather)? Well we are going to spend a little time talking about them before we go on to our main topic for this month. What I am going to talk about now are INTERMITTENT problems. Sometimes the problem is there and other times the system works fine. This makes it very hard to say well it's fixed, it just might be time for it to work for a while. Here again there are a few tricks to use. First thing you do is when you find yourself experiencing a problem, log it. What do I mean log it? Well you get a notebook and record information in it. This information will guide us in determining what to do and when to do it. The information will have to tell us a lot so let's discuss what to put in the logbook.

1. What function were we performing?
2. What software were we using?
3. What disk or cassette were we using?
4. Did anything else notable happen?
   (Did the lights blink. etc.)
5. What was the cure to the problem?
   (Were you able to power off and on and then proceed or did you have to leave it off for a while?)
6. Is there a regular time period between failures?
   (After being on 5 minutes, or every half hour of operation. etc.)

This type of information will be invaluable in resolving the problem. Now we can fall back on the regular troubleshooting procedures that I talked about last month. There are a few items that are worth mentioning that weren't mentioned last month that are applicable here.

1. Thermal problems.(after being on 5 minutes it quits).
2. Whenever I touch XXXX where X=whatever you touch to cause a failure.

Number 1 above means that something heats up and fails, this is a very common occurance with electronic components. Use regular procedures to isolate and replace the offending component. Number 2 above means that something is loose and a very careful scrutiny of the immediate area is called for. If all else fails log on to our BBS and cry HELP . (Leave a message for me #330)

A good standing guideline for intermittent failures being resolved is if it is still working after five times the normal time between failures. At that point you can be pretty sure that the problem has been removed.

* * * * * * *

Now it is time to roll up your sleeves and get to work. We are going to clean our consoles, or rather you are going clean yours, I just finished cleaning mine. Before we really get started, you are going to have to assemble some tools. You are going to need the following; medium sized phillips screwdriver, lint free cloth, clean soft brush (small), bottom from an egg carton or something to keep the screws separated, 91% ISOPROPYL alcolhol, and a small piece of lint free cloth to soak with alcolhol. Once you have these assembled we can proceed.

A NOTE before we start. If at all possible, avoid touching the conductive strips on the circuit board. Electro-static discharge can DESTROY integrated circuits.

Disconnect power and all other cables to your system, and find a nice quiet place to work with a flat surface. Cover your work surface with something soft but lint free.

Now that we have everything together, let's begin. Lay the console, top down on a soft surface, with the keyboard away from you. You will note that there are four screw holes on the far side and three holes on the side nearest you. Remove those screws (7), and put them in the container. Now gently separate the bottom piece from the rest of the console. Beware of losing the plastic on/off switch extension. Now that we are past the point of no return, the next step is to remove the CPU board, it is the one that extends across the back of the console and is covered by sheetmetal. There are three screws holding it down , one on your left about 1/2 inche in, one in the middle 1/2 inch in (it is down in a hole in the sheetmetal, DO NOT DROP IT. Carefully remove the screw so it does not fall out of site. The last screw is on your right near the power supply board (the small circuit board). Put these screws in another compartment of the container. Next remove the tape holding the wires from the power connector against the sheetmetal cover of the CPU board. Push these wires gently aside (to your right). Now we have to remove the two screws holding the power supply board , they are just to the right of the keyboard. Put these screws into another compartment of the container. Gently raise the power supply board up and disconnect it from the CPU board (four brown wires) the connector has a little release that must be squeezed toward the body of the connector to disconnect it. The last step in disassembly is to gently raise up the far side of the CPU board, and with a gentle side to side motion, pull off the keyboard connector. Disassembly is now virtually complete.

We are now ready to remove the CPU board. Raising it up gently holding the metal in our hands, lift slightly away from your body, this will allow the cartridge connector to clear the parts around it. Now brush all dirt out of all areas. Lay the console housing aside and turn the CPU board over. Make sure that the board and housing are clean, with cloth and brush. The little black conector on the right is the cartridge connector and it plugs into another connector on the CPU board. Remove the cartridge connector and clean the contacts with the small rag and alcolhol. Blow out the connectors on the CPU board and the cartridge connector. Use a straw if necessary, but DO NOT put foreign objects into these connectors.

Now for reassembly. First holding the CPU board up and away from you with the cartridge connector on your right, plug the keyboard back in, carefully making sure that no pins are bent. Next plug the power supply connector back in until the lock catches. The next step is to carefully lay the CPU board back down and gently insert the cartridge connector back into it's hole. At the same time make sure that all wires are back in their proper locations. Put back the screws that hold the CPU board (trick to use, on plastic turn the screws backwards until you feel them drop and then screw them in). Next is the power supply board, making sure that all wires are back in their proper locations. Now screw the two screws in that hold it. Lay the red , black and white wires back across the CPU board, retape them in place and set the power connector back in it's slot. Make sure that the power switch is in the off position, lay the bottom back on with the switch extension in it's slot, close up the console. This will require a little juggling but should not be to difficult.

Mission has now been completed. For the acid test, hook the console back up to the rest of the system and turn it on.....

The same procedure for disassembly will apply if you have to replace a component (keyboard etc).

SUPERCART—PART 2

Adding a Second RAM Chip

This section describes how I added a second RAM chip by piggybacking it on top of the first. However, this makes the chip pile high enough so that the module cover will not close over it. Accordingly, I had to remove a small section of the top module cover (about 1 by 2 cm.) right at the point where it takes a couple of right angle turns. This is where the module narrows so that it will fit into the cartridge slot of the console. Since the chips take up some of this space, this "souped-up" Supercart needs to reside in a widgit or other cartridge expander (it even works well in a GK). To do the actual cutting of the module cover, I used an old soldering gun which had a plastic cutting tip but I suppose anything from drills to hot wires could be used also.

The Hitachi HM6264LP-15 is a 28 pin chip of which one pin is not connected, two pins are concerned with power supply (ground and +3-5V input),and 21 pins of which are address and data lines. This leaves 4 pins left over which control the functions of the chip. Pin 27 is the $\overline{WE}$ or Write Enable pin which determines whether the chip will be written to or read from and is controlled via the wire connected to edge connector 3; if the voltage to this pin is in a high state (+ voltage) then the chip's memory will be available to be read from whereas if it is low (Ø voltage or grounded) then a write to memory is expected. Pin 25 is the CS2 pin which seems to act as a sensor as to whether power is applied or not; if this CS2 pin is at a low (Ø voltage or grounded) state, then none of the chip's memory functions are accessable. This is why it is fed a continuous high voltage state via the LED which is connected to the +5V supply from the console (the left hand P3 hole connects with pin 26). Pin 22 is the $\overline{OE}$ pin or data bus in and I'm not entirely clear as to its meaning. However in this system, if this pin is at a high voltage state, output from the chip is disabled and if it is at a low state (Ø voltage or grounded) then read and write functions can be done. The last of the four control pins is pin 20 or $\overline{CS1}$ or chip select pin. When this pin is supplied with a high state (+ voltage) the entire chip pretends that it isn't there (it's "deselected"). When this pin is at a low state (Ø voltage or grounded) then it gets the message that it has been "selected" by the rest of the system to converse with and its functions are enabled. If you look at the inside of a GK or Horizon Ramdisk which both use piggybacked 6264LP-15s, you will find pins 20 bent out with individual wires connecting them to the board; this is the way each chip is selected or deselected.

The above paragraph is probably boring and inaccurate but it helps to explain the circuitry necessary to add another RAM chip to the pile. It's relatively simple to piggyback another RAM chip on top of the first; bend in the pins to make a tight fit over the lower chip's pins by molding on a table top, then bend out pins 1, 2, 20, 27, and 28. Then solder the pins from the top chip to the bottom chip being careful not to make any solder bridges between adjacent pins. (In my module, I actually soldered the two together before I installed it on the board.) Pin 1 is ignored. Pins 2, 27, and 28 are connected to the same wires as supply the corresponding pins on the lower chip. If you connected all of the pins of both chips in parallel, you would have both chips doing the exact same thing - clones of each other. How do we give each chip its individuality? This is where the $\overline{CS1}$ pins (pin 20) become useful. A "pullup" resistor is used to supply + voltage (a high state) to pin 20 of the chip not being used which as we read in the above paragraph has the effect of making that chip "invisible" to the system. In the absence of such a "pullup" resistor and + voltage source, these pins would tend to "float" down to a Ø voltage state which would cause the system to "select" both chips at once. This would cause the system to read the same address of both chips simultaneously which would result in garbage and a probable crash. In the Supercart board, there is a resistor (R1) which acts as

such a pullup resistor. In the version described for use in cartridge expanders, this R1 resistor is connected between CS1 (pin 20) and the +5V line from the console. This supplies a high state to deselect the chip. How then is the chip selected to enable it to do its thing? This is the function of the wire connecting pins 20 and 22 (the OE pin). When the OE pin is made a low state (0 voltage) then pin 20 is also made low since the resistor supplies voltage less readily than the direct connection to pin 22 "takes it away". To enable us to use both chips independently then, we could use a switch to connect the OE (pin 22) line to either of the RAM chips pin 20 while having pullup resistors connected to both pins 20 to keep the other chip deselected while the one chip is working.

This is exactly what I did: disconnect any wiring between pins 20 and 22 (to be found on the lower or older chip); next connect 1K resistors (R1 in Figure 3) between pin 20 and the +5V line For both the top and bottom RAM chips; next run wires from pins 20 of both the lower and upper chip to the outer terminals of the SPDT switch; then connect the center terminal of the SPDT switch to the OE pin with another wire (if you're tired of soldering on chip pins by now, you could run this wire to edge connector 2 which is the same line).

I then drilled another 1/4" hole in the front (label) side of the cartridge (somewhere on the left hand side to keep it away from the chips) to install the switch in. If the spring and door of the module cover have been moved to the bottom cover, it makes it easier to insert the modified board back into the module. Again, wrapping any exposed wires helps to prevent short circuits (in one of my earlier efforts, smoke rewarded me when I powered up the Supercart!) I finally used black electrical tape to wrap around the module and cover up the hole I'd made in the top cover. Voila, a manually switchable extra bank of useable memory! Now I can choose between 2 different entry menu screens simply by flipping the switch.

One other potentially useful feature I've found is this: with my previous single banked Supercart, I would more often than not scramble the memory if I removed the cartridge or inserted it with the console power on. (In retrospect, this is because the chip was hardwired to be constantly selected and was subject to transients and "spinal shock" when connected and disconnected.) Now if I "deselect" both RAMs by placing the switch in the center position, I can remove and insert the cartridge even with console power on without losing Supercart contents. To run, however, one or the other of the RAM chips has to be selected.

I hope these comments have been useful to any other "technoklutzes" beside myself out there. If anyone has any corrections or comments to make, I'd be pleased to get them at: Jim McCulloch, 9505 Drake Avenue, Evanston, IL 60203-1107 (CIS ID# 74766,500).

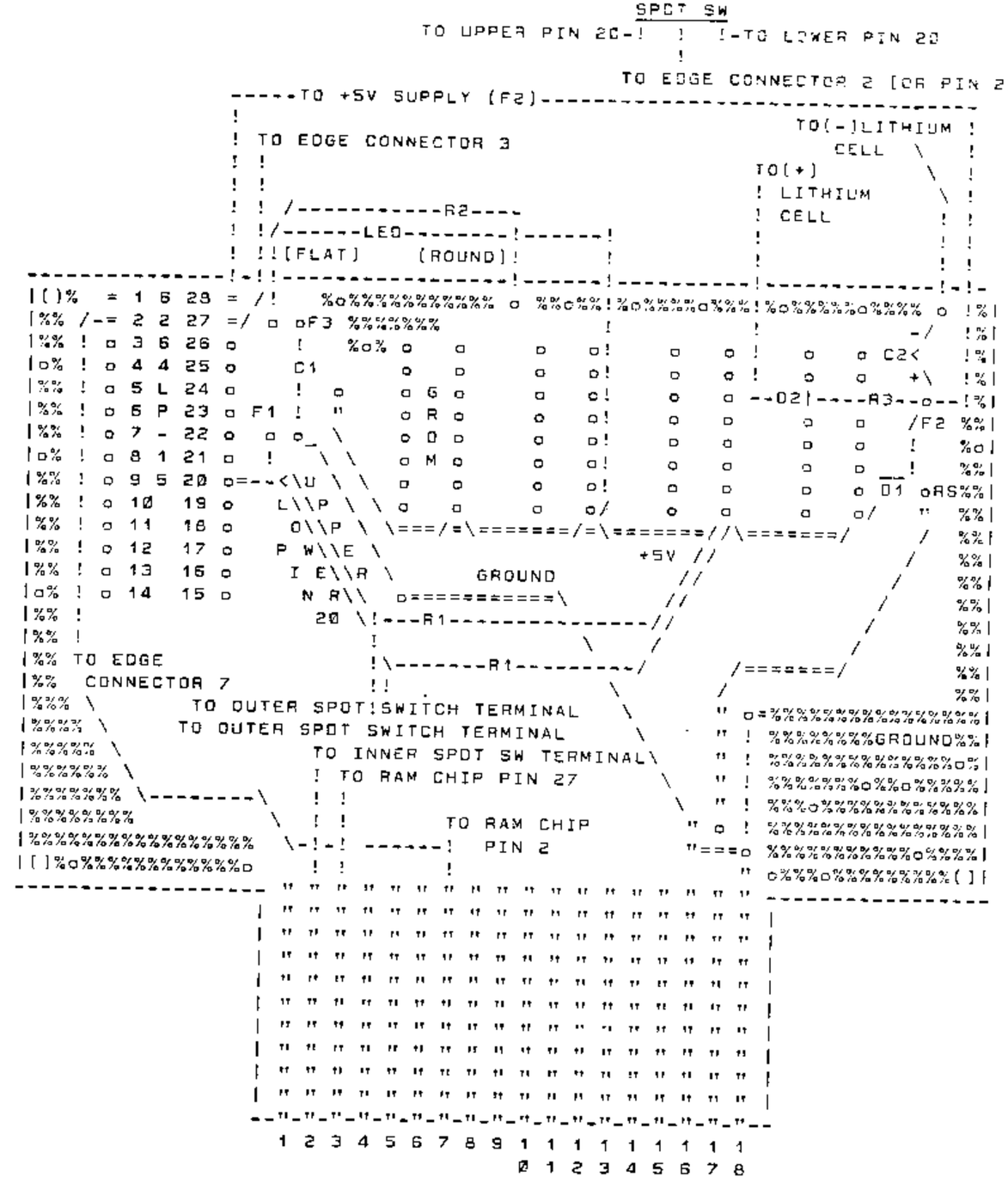


FIGURE 3
(Supercart With Switch Selectable RAM Chips)

MAJESTIC OFFERINGS

SUPER SPECTACULAR AUCTION!

Thanks to the generosity of some of our members, we are preparing for the first Chicago TI Auction. The rules are as follows: Each item that was donated has been given a minimum bid. We will open the bidding at this amount. If no one wants to start the bid, we will withdraw the item until the end of the auction. As the bidding starts, we will accept minimum increments of 50 cents for items under $10 and increments of $1 for any item that has a bid of $10 or more. Winners must pay immediately in cash. Please, we would prefer not to take checks.

All sales are as-is. We have run all software and hardware so we know whether it works or not. Try the item out as soon as you get home and, if you have a problem, call either me or dave as soon as possible. For the items that we know are don't work, we will tell you the defects we know about the item before we put it up for bid.

If you have anything to donate, get in touch with me or Dave before the meeting so that we can check it out and set a minimum bid.

Here's a list of software items for sale:

Doom of Mondular - 3 disk set	$12
Music Skills Trainer disk set	$2
Star Maze Math action cart. game (8-12 yr olds)	$3
Reading Wonders Cartridge (10-12 yr olds)	$5
Home Budget Planning -Tape	$1
Home Financial Decisions Cartridge (2 of these)	$2
TI Forth Disk/Manual	$5
Tunnels of Doom Cartridge/Disk	$5
Adventure Cartidge/Tape	$5
Draw/Print-A-BIT disks	$8
Hardware for sale:	
Anderson-Jacobsen 300 baud modem	$25
Hayes Smart modem 300 baud	$45
Disk Controller card	$35
32K Memory Card	$35
Disk controller card - doesn't work	$15
Miscellaneous goodies:	
Set of all TI Newsletters 1981-1983	$2
Casette tape rewinder	

RAM BUGS?: Texincia Lubbock

First of all, I'd like to thank all those wonderful merchants at th *BRICKYARD MALL* for not checking the limits on my credit cards when I went shopping at their stores. Do you know what it's like to be turne down on a purchase for something you don't really need but want?

Honestly, it was truly nice of the folks at *THE BRICKYARD* to lend us the meeting room as well. Thanks again to *HANK ELLERMAN* for all of his efforts in making this possible. Please remember that we're back t *TRITON COLLEGE* again this month so you can leave the credit cards at home.

Things were really cookin' in the *LIBRARY* last month, too! Not just that they were operating in the kitchen, but they've completed thei *CATALOGUE*, 48 pages in all, a sumptuous casserole of pristine procedures for your processor.

My faith in technocrats was renewed (at least momentarily), when thi months demonstration of our own *UGBBS (User's Group BBS)* was effectively demonstrated using an *AVITEK* modem and an *UNKNOWN PROGRAM* that actually work when compared to *JOHN BEHNKE'S PINBALL GAME* which also happened to be the *SECOND PLACE WINN ER* in this years *PROGRAMMING CONTEST*. After seeing *JOHN'S* program lock up its ball in a loop, I was even more impressed that the *UGBBS* didn't crash during the demonstration - same programmer, need I say more?

Don't forget the *AUCTION* at the *JUNE MEETING*. If my sources are correct, th ere should be some interesting items available at reasonable prices. Just remember, a lot of the items have been donated and there are no guarantees that anything will work, so if at all possible, get the name of the person that donated th e item so you will have someone to go back to if there's a problem. (We all KNOW Dave's and Sam's phone numbers, DON'T WE?)

Perhaps *DON JONES* should see an attorney to see if there's cause for slander after *BUTCH GOLDSTEIN'S* comment about the fact that he's under so much pressure from the work he's doing for the group that he's lost all the hair he can loose from his head and now is starting to loose the hair from his beard. Judging from his hairline, perhaps *BUTCH'S* workload is also too great.

Not to be the one to start any rumors, BUT, I understand that *NYARC'S* new *COMPUTEON A STICK* (card, I couldn't resist) is exclusively compatible with the *TI-99, OSBORNE, TINEX SINCLAIR, PC JUNIOR, APPLE III, ADAM, and the IBM 360 MAINFRAME* machines. According to a *NYARC* spokesman who declined to have his name used, consultant G. K's intent in the end design of the card was to keep it compatible with *HOME COMPUTER MAGAZINE*, but the magazine's media failed before the prototype could be unveiled.

I must admit that I fail to see any *ARABIAN* resemblance in *BUZZ* and I was certain that *SAUDI-ARABIA* was the only country that allowed *HARENS*. Nice artwork, *BUZZ*, keep it up, I'm sure you won't find that difficult at all!

Don't forget the *GROUP PICNIC* JULY 27th in SCHILLER WOODS, Grove #2. (East of River Road and just north of Irving Park Road). Lots of fun as well as *FREE FOOD!!!!*, and your opportunity to help put *MR GRANT* in the *DUNK TANK*. See you at the meeting, the last before Summer Break!

CHICAGO TI USER'S GROUP
PO BOX 578341
CHICAGO, IL 60657

FIRST CLASS MAIL
DATED MATERIAL
DO NOT DELAY

REMarks: Carole Goldstein

Once again, when problems arise there is someone from our group to turn to. Thanks go out this month to Hank Ellerman who provided us with the meeting room at the Brickyard Mall for last months meeting.

As you know, this is the last newsletter before the summer break. Look for the next issue in late August. This is also my last opportunity to bug you about submitting for that SUPER ISSUE. Lets make it the biggest, the best that any Users' Group has ever put out. To do that, I need your help. Start submitting early. Use the Submit function on the bulletin board, the group mailbox, send it to me personally or get it to me any way you know how. If you have any knowledge that you would like to share with the group, put it down in writing. If you don't have TI Writer or a disk drive that's OK. I can still manage to get it into the newsletter. If you are submitting a program via the BBS, then let me know that's what it's for. If you upload anything that is for the newsletter, then W)rite to Sysop saying that it is for the newsletter. This years SUPER SUMMER ISSUE reflects our group more than ever before. You have always come thru before, so start thinking about your contributions now and get them to me as soon as possible. Thanks in advance.

Also thanks to all those who submitted articles for this issue. Don't forget that June 7th is the last meeting before September and especially don't forget the group sponsored picnic at Schiller Woods, Grove #2 on July 27th.